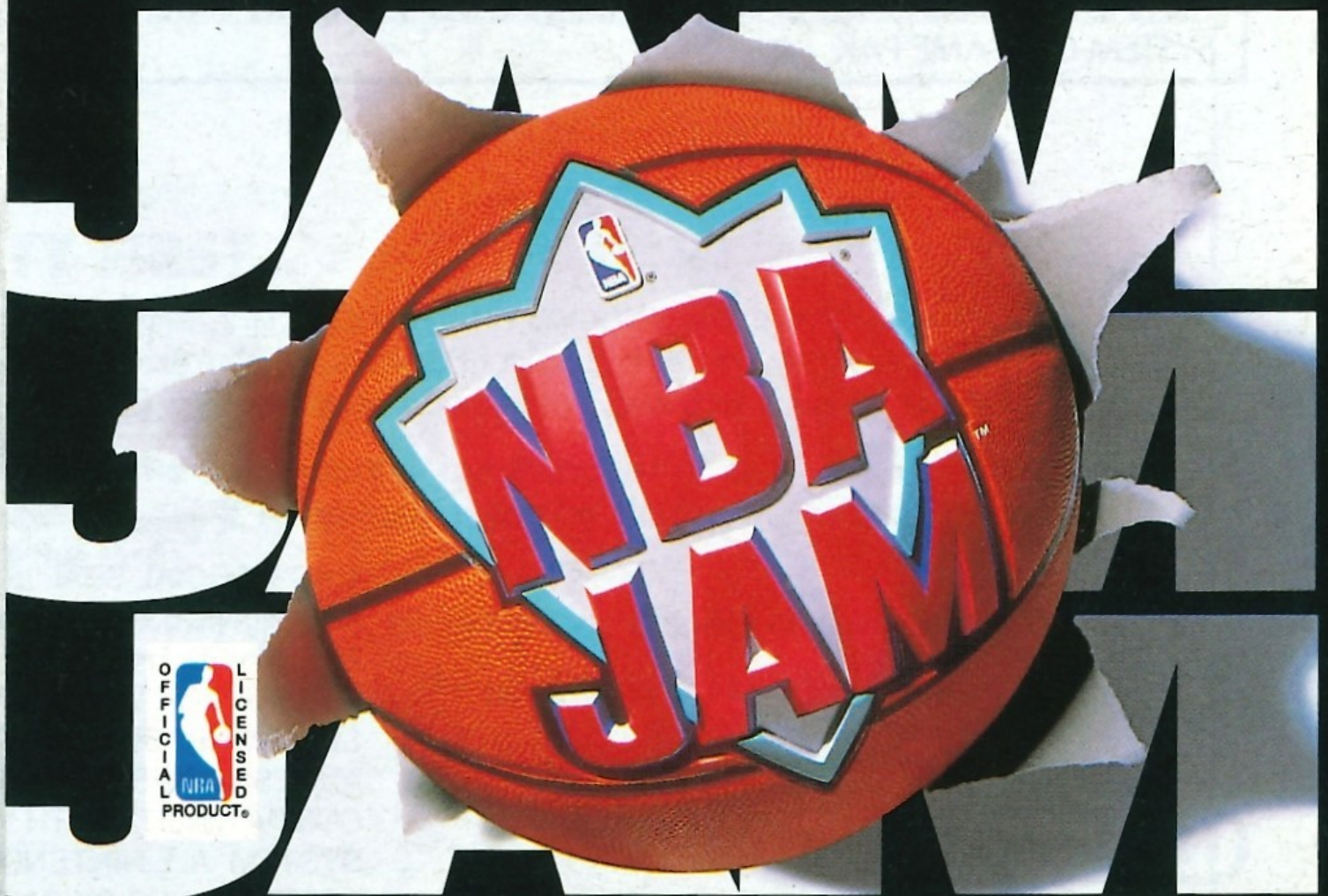
Nintendo

GAME BOY®

DMG-A8NE-USA



OFFICIAL LICENSED PRODUCT

INSTRUCTION BOOKLET

MIDWAY

Acclaim entertainment, inc.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

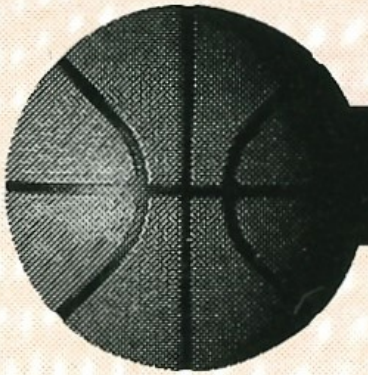
LICENSED BY

Nintendo®

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.



IS IT THE SHOES?!?

Go to the hole. Go strong. Show them your stuff. And your 360° rimrocker. You're on fire! This is the NBA®, and you're playing NBA® JAM™, the toughest two-on-two competition around and the only game in town!

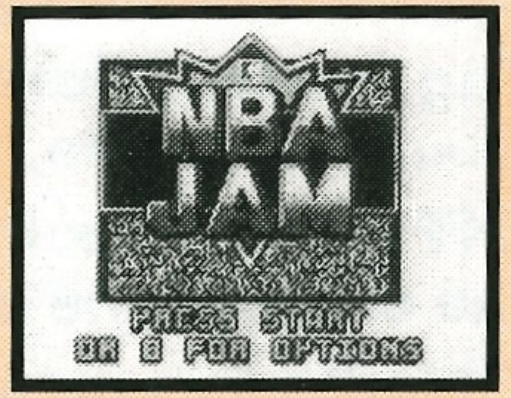
Play with superstars from all 27 NBA® teams — from Coleman and Pippen in the East to Kemp and Olajuwon in the West — with veteran superstars like Malone and Ewing to sensations like Webber and Hardaway — each with their own on-court personality and attributes!

All the hard-hitting hardwood and "incredible dunks" of the arcade are here, complete with record-keeping, seasonal play, and the half-time report, making not playing NBA® JAM™ a very "bad decision."

SETTING UP FOR THE JAM

1. Make sure the power switch on your Game Boy® is OFF.

2. Insert the NBA® JAM™ Game Pak into your Game Boy® as described in its instruction manual.



3. Turn the power switch on. You're ready to Jam.

Note: NBA®JAM™ is for one-player only.

When the title screen comes up, you have two choices — START GAME by pressing the START BUTTON or set OPTIONS by pressing the B BUTTON.

OPTIONS: Allows you to set certain game options. Press the CONTROL PAD up or down to highlight the desired option and left or right to change it.

Timer Speed: Allows you to choose how fast the timer will count down each quarter, from Very Slow to Very Fast.

Drone Difficulty: Allows you to select how smart your opponents are on a scale of 1 (low) to 5 (high).

Tag Mode: Allows you to select how you wish to control your teammate.

OFF is the default. Like the arcade, you control one player the entire game and the computer controls your teammate.

ON allows you to control whichever player on your team has the ball.

In other words, you pass off control when you pass off the ball. The "tag" occurs when your teammate gains possession, so if a pass is intercepted, you retain control of the player who passed.

Computer Assistance: If a team falls far behind, this feature increases the odds that that team's shots will go in, ensuring a close and competitive game. If this feature is off, both teams are given a "fair shake."

Controller Configuration: Allows each player to select which commands are associated with which buttons. Use the CONTROL PAD to cycle between the available options. The default configuration is as follows:

A BUTTON = Pass/Steal	START = TURBO
B BUTTON = Shoot/Block	SELECT = PAUSE

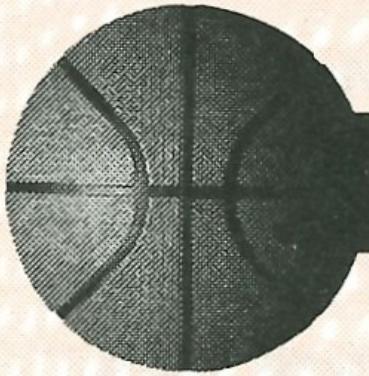
To begin playing NBA® JAM™, press the START BUTTON. You will then be asked if you wish to enter your initials for record-keeping. Use the CONTROL PAD and the START BUTTON to choose. If you choose "yes," you will then be asked to

enter your initials. Use the CONTROL PAD to move the cursor on top of the desired letter and press the B BUTTON to select. Then, you will be asked to enter a password in the same manner. NBA® JAM™'s password record-keeping feature stores each player's season record, rank, winning percentage, the current streak and the teams he/she has defeated!!!

If you are playing for the first time, or do not wish to enter a password with your initials, move the cursor directly to "EX" (exit) and press the B BUTTON. After each game, you will be given a new password reflecting your updated record. Although the password is given after each game, your Game Boy® will automatically keep track of your records as long as it remains ON, allowing you to play a Jam session without having to write down and re-enter the password after each individual contest. Your password will not only work

on your Game Boy®, but on your friends' machines as well, enabling you to bring your record wherever you play!

Next, you must choose your team. Use the CONTROL PAD to scroll through the teams. Each team is composed of two NBA® teammates, each with ratings in 4 categories: Speed, 3 Pointers, Dunks and Defense. A complete team-by-team listing of these stats appears on pages 23-30 of this manual. You control the player on the bottom left of the display. Pressing either the A or B BUTTON switches which of the teammates you control. Press the START BUTTON when your selection is made.

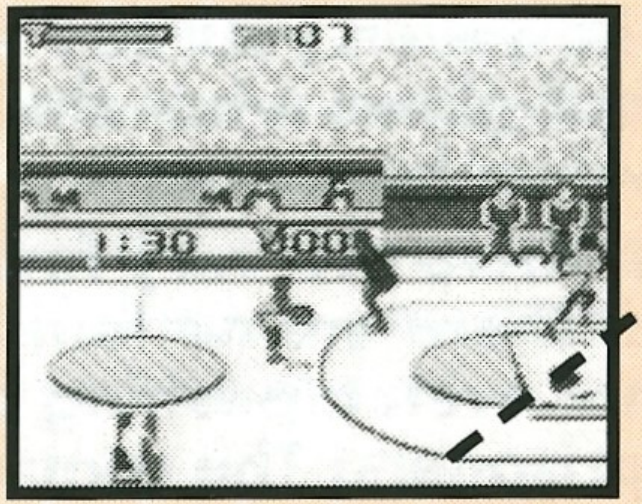


JAM RULES AND CONTROL

An NBA® JAM™ game is divided into 4 quarters of three minutes each. A game begins with a tip-off, as two players leap for the ball in order to gain control. Possession of the ball automatically goes to the home team (team two) at the beginning of the second and fourth quarters, and to the visiting team (team one) at the start of the third quarter, regardless of who wins the initial tip off or who has possession when a quarter ends.

The object of the game is to have outscored your opponents when the final buzzer sounds. A basket counts for two points when it is shot from inside the three-point line and three points when shot from behind it.

A defensive player can block a shot, but only when the ball is on the upward part of its arc. If it is touched by a defender on its downward flight, a goaltending call is made and points are awarded whether or not the basket was going to go in. Once the ball touches the rim, however, it can be grabbed by any player, either offensive or defensive.



If a player scores three baskets in a row, he is "on fire!" During this time, he has unlimited turbo and a much better chance of sinking shots from anywhere on the floor! Being "on fire" lasts until the next opposing basket goes in, meaning that a teammate can score without disrupting the fire. Even if the opposing team

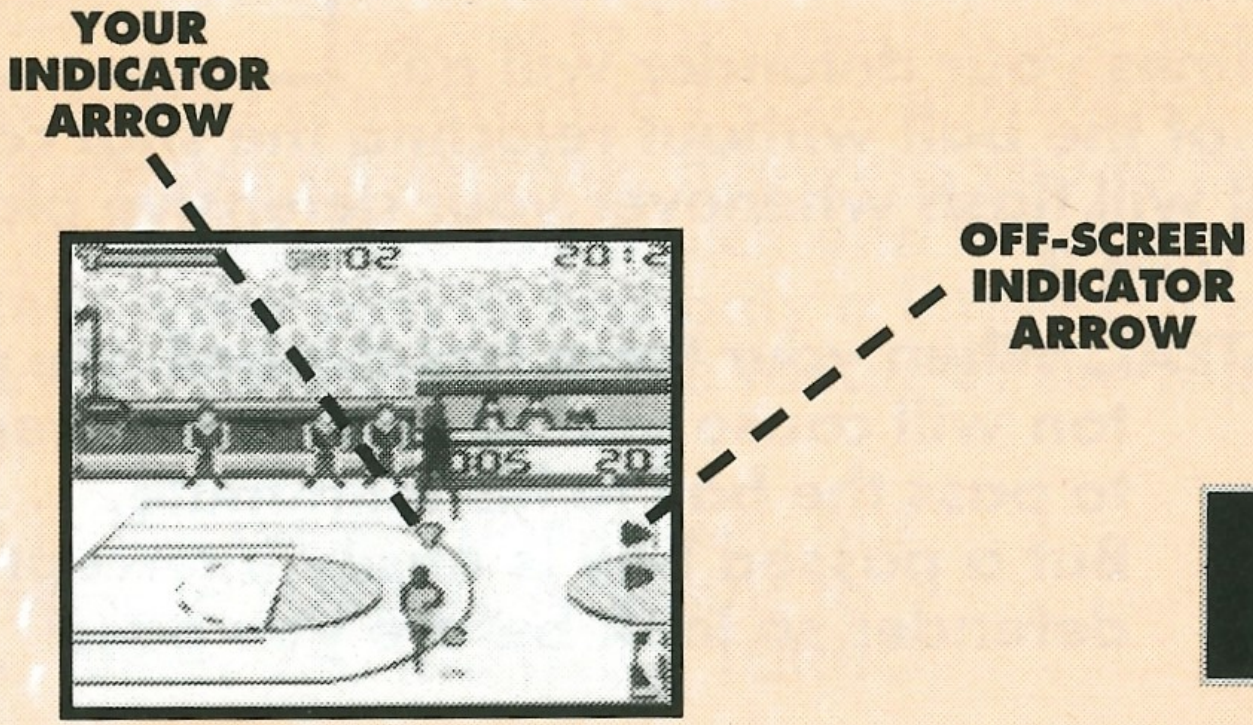
cannot score, however, your fire will eventually go out by itself. The ball glows when the player on fire holds it and smokes when he shoots it!

Beyond those, there are very few rules to an NBA® JAM™ Session. There are no fouls— no reaching in, no hacking, not even a pushing foul, so play strong and take no prisoners! The controls for the human-controlled player are as follows:

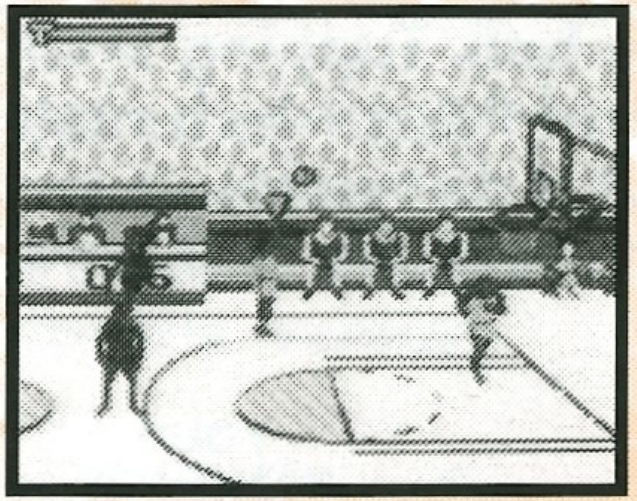
CONTROL PAD: Moves your player up and down the court. When any player is off-screen, his position is marked by an arrow with his team color, the height showing where he is vertically on the court and distance from the edge showing how far off-screen he is.

SHOOT/BLOCK: When your team has the ball, the SHOOT button will cause you to shoot for the basket. Your player releases the ball when you release the button. Releasing the ball at the apex of your leap gives your shot greater

accuracy, but releasing it quickly or very slowly can often prevent a leaping defender from blocking or stealing the ball. Tapping SHOOT quickly several times executes a head-fake which may deke the defense out of its shoes, but it discontinues your dribble, so you must either pass or shoot the ball before you can move!

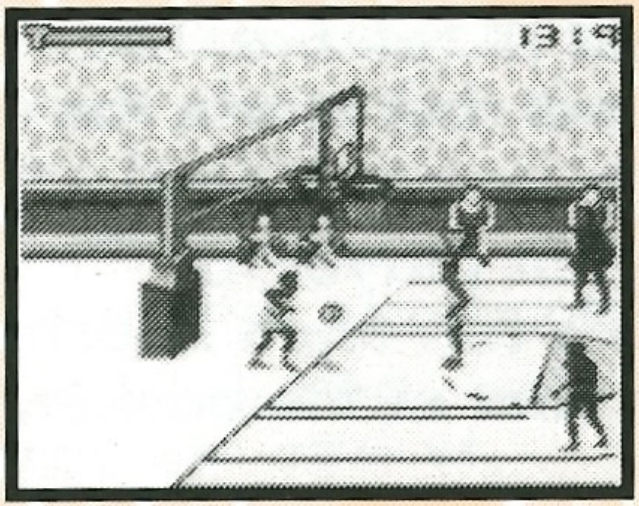


When your team does not have the ball, SHOOT/BLOCK causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way, jump too late and the shooter can shoot it over you!



Many times your defender will get a piece of the ball without rejecting the shot completely. The ball will flash whenever your defensive player makes contact with it.

PASS/STEAL: When your team has the ball, the pass button will cause you or your computer teammate to pass the ball to his teammate.
But a passed ball is easily intercepted by a defender so look before you pass!



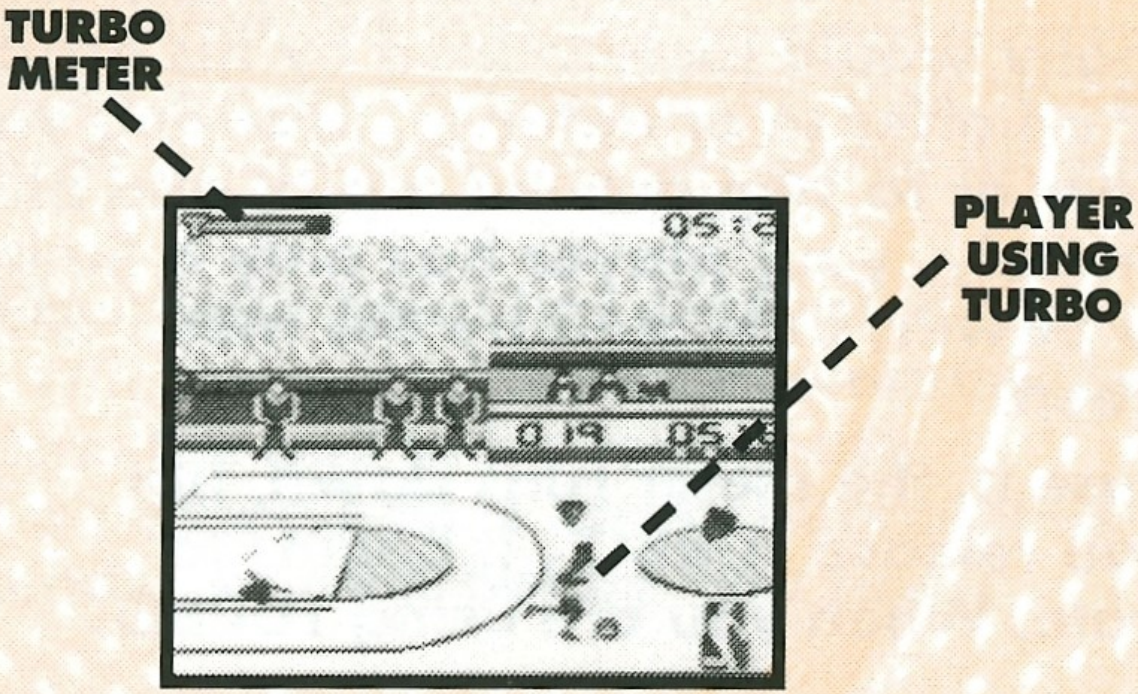
When your team does not have the ball, tapping this button causes your player to swipe at the ball in the hopes of either stealing it or knocking it out of an opponent's hands.

TURBO: TURBO causes your player to run much faster than he normally would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender or to step around a pick and block a shot! Unfortunately, your player has only a limited amount of turbo power, indicated by the meter at the top of your screen.

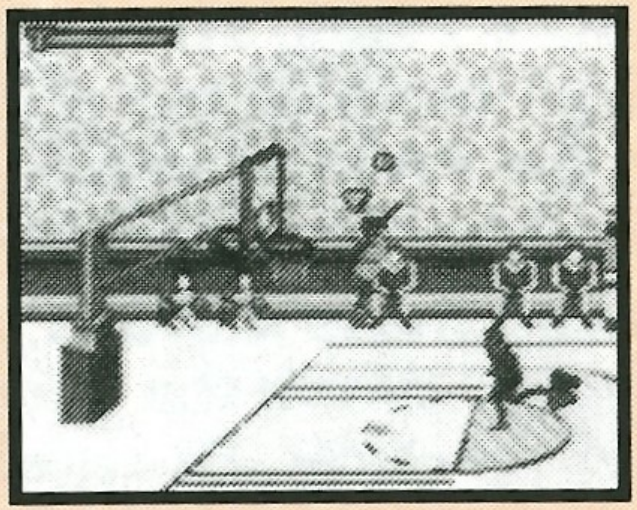
As you use it, the meter runs down, but when you release TURBO , it begins to regenerate. When you are using TURBO,

your arrow will darken! When a player is "on fire," he has unlimited turbo until his fire is put out, but to use the turbo, the button must still be held!

Tapping TURBO twice quickly causes your player to grab and protect the ball, a move which can often knock defenders away and give you a clean shot at the basket.



TURBO + SHOOT/BLOCK: When your player has the ball near the basket, pressing these two buttons causes you or your computer teammate to go for the jam, slam-dunking the ball into the basket.



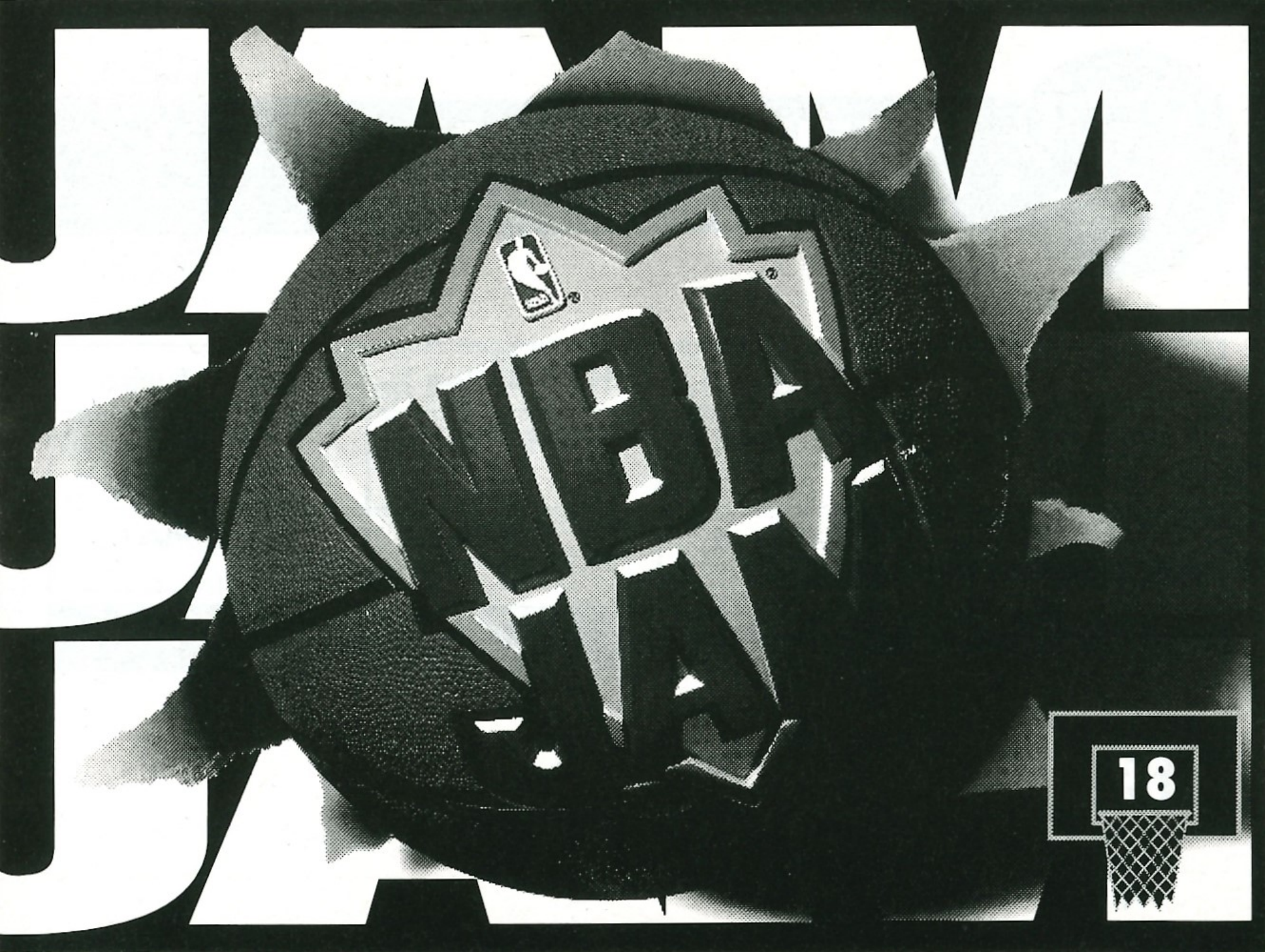
There are many spectacular "Ultra-Jams" that can be executed, depending on a number of factors such as the players dunking ability and position. Your player will only jam if he is moving, so be sure to drive towards the hole if you want to slam!

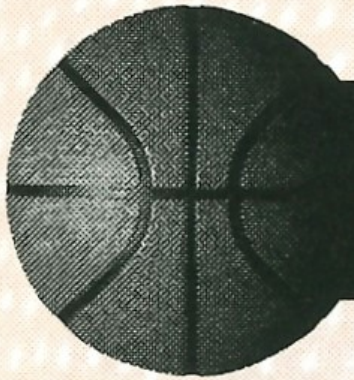
When your team doesn't have the ball, pressing these two buttons makes your player go for a super block, jumping much higher than he ordinarily would!

TURBO + PASS/STEAL: Pressing these buttons will cause the ball-handler to execute a much faster and safer pass than the PASS button by itself. Often these will take the form of behind-the-back or bounce passes.

Pressing these buttons without the ball makes your player shove. When the shove connects, it knocks a player out of the way. Be careful, because you can knock down your own player too! Defensively, the shove is a useful tool for stealing the ball, bringing down rebounds and stopping "easy jams!" Offensively, the shove is a good way to clear an area so a teammate has a clear shot at the basket.

SELECT pauses or resumes a game.


JAM
NBA
JAM
18



OFFENSIVE CONTROLS

PLAYER HAS POSSESSION OF THE BALL:

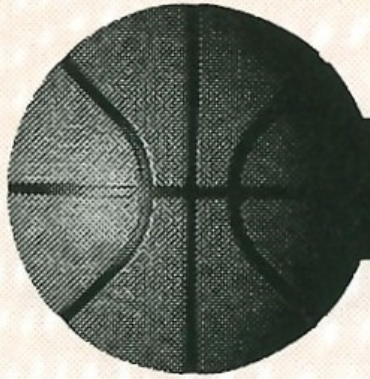
	Tap Button	Hold Button	Press + Turbo
Shoot/Block (B button)	Head Fake	Jump Shot	Dunk
Pass/Steal (A Button)	Pass	Pass	Super-Pass
Turbo (Start)	Protect the Ball	Run Faster	

DEFENSIVE CONTROLS

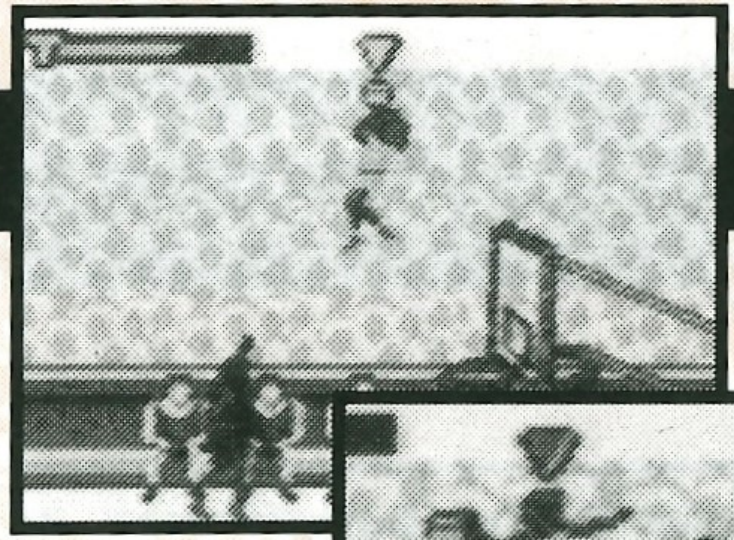
PLAYER DOES NOT HAVE POSSESSION OF THE BALL:

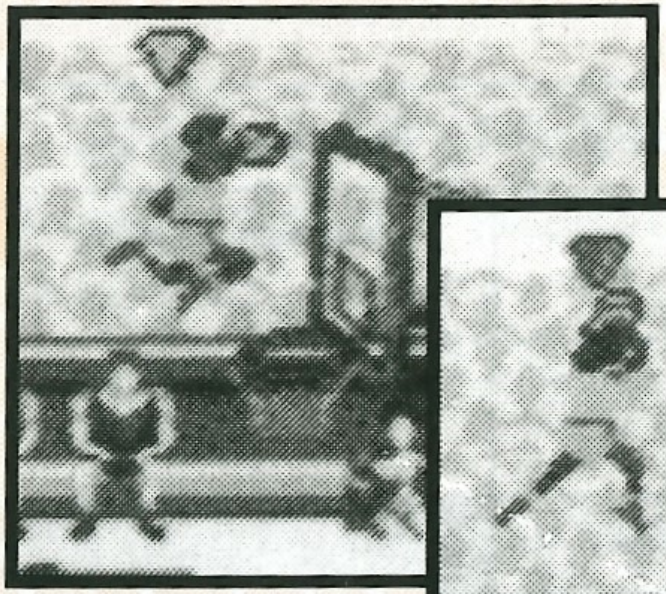
	Tap Button	Hold Button	Press + Turbo
Shoot/Block (B button)	Block	Block	Super-Block
Pass/Steal (A Button)	Steal	Steal	Shove
Turbo (Start)		Run Faster	

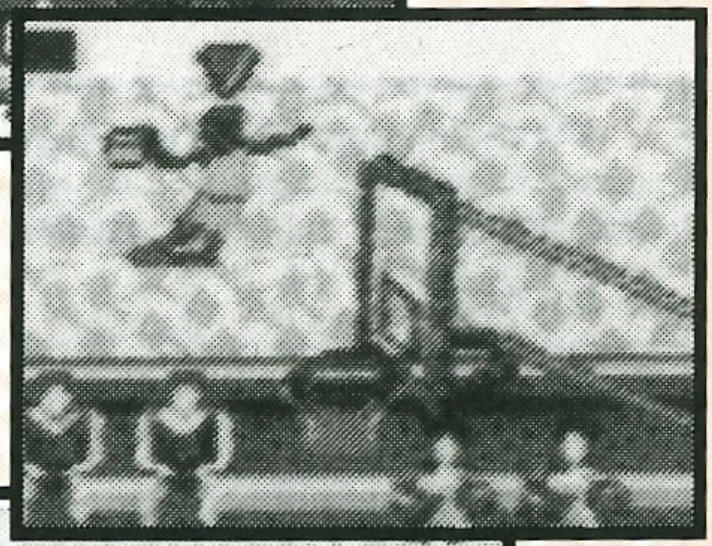
To PAUSE: Press SELECT.

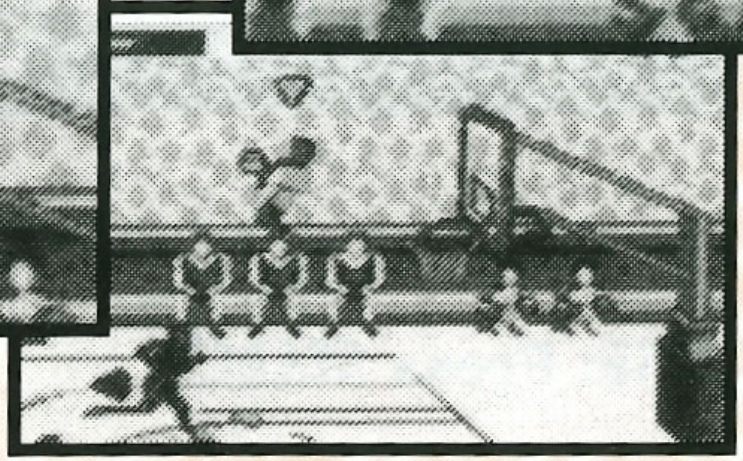


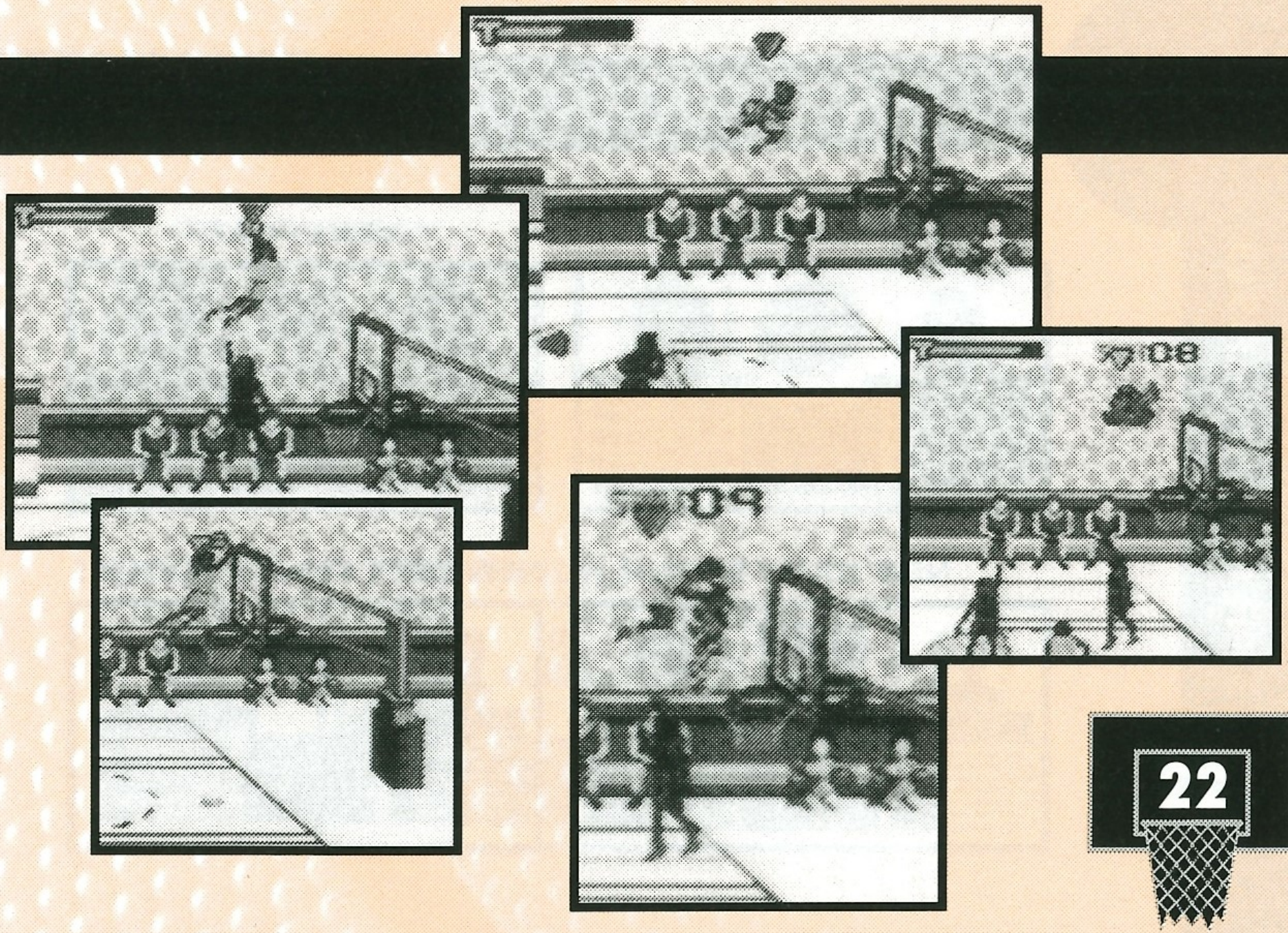
JAMS







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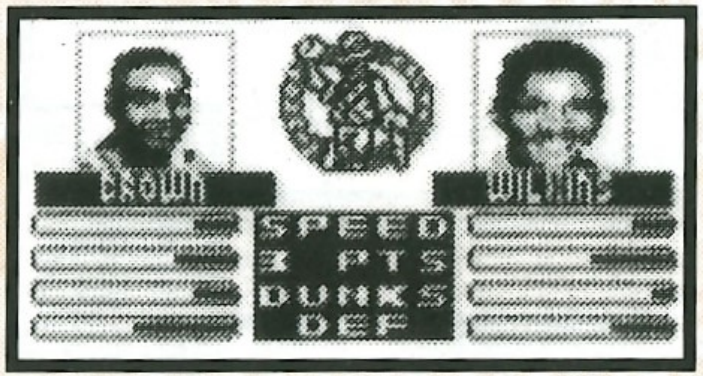
PLAYER ATTRIBUTES

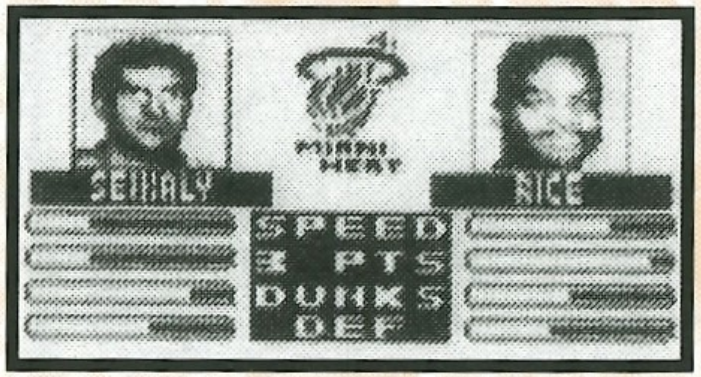
EASTERN CONFERENCE
ATLANTIC DIVISION

23

BOSTON CELTICS

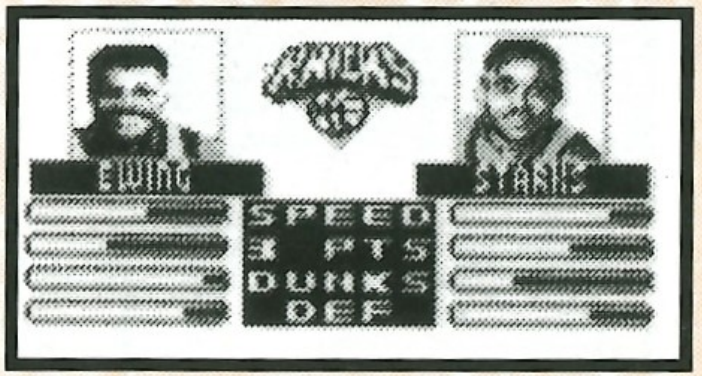


MIAMI HEAT

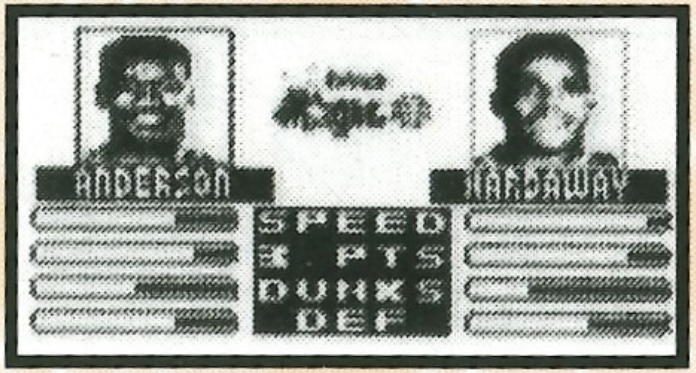


NEW JERSEY NETS

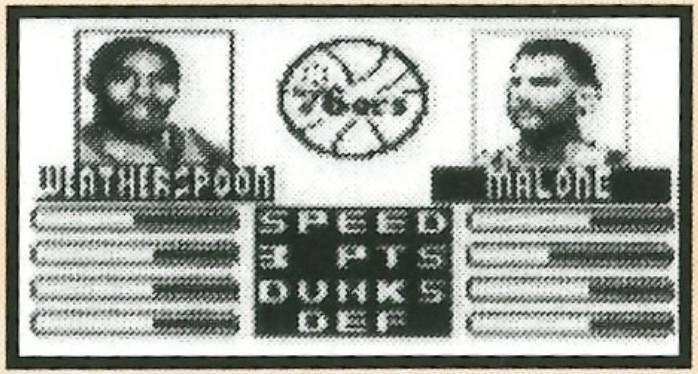
NEW YORK KNICKERBOCKERS



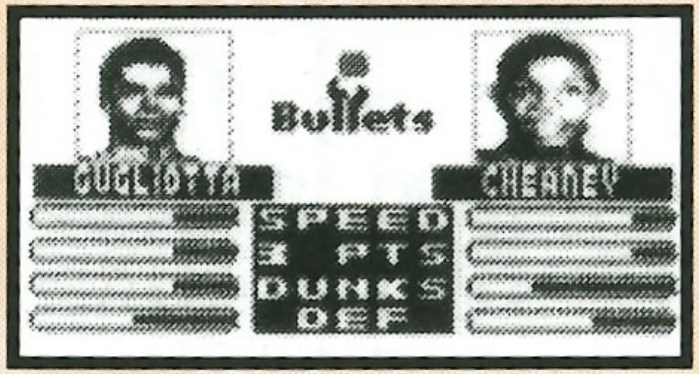
ORLANDO MAGIC



PHILADELPHIA 76' ERS



WASHINGTON BULLETS



PLAYER ATTRIBUTES

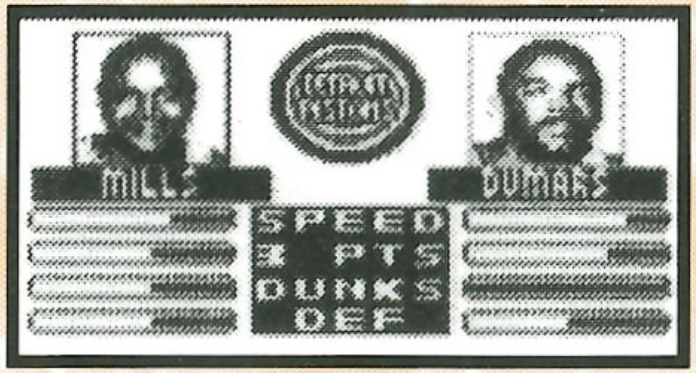
ATLANTA HAWKS

CHARLOTTE HORNETS

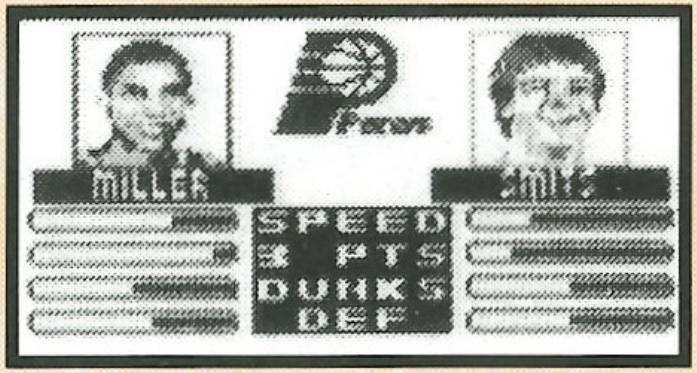
CHICAGO BULLS

CLEVELAND CAVALIERS

DETROIT PISTONS



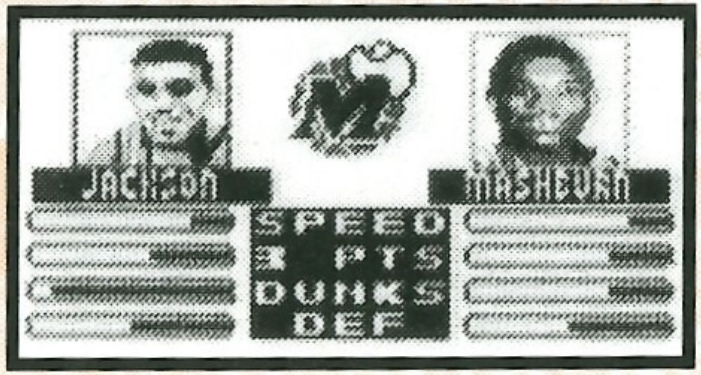
INDIANA PACERS



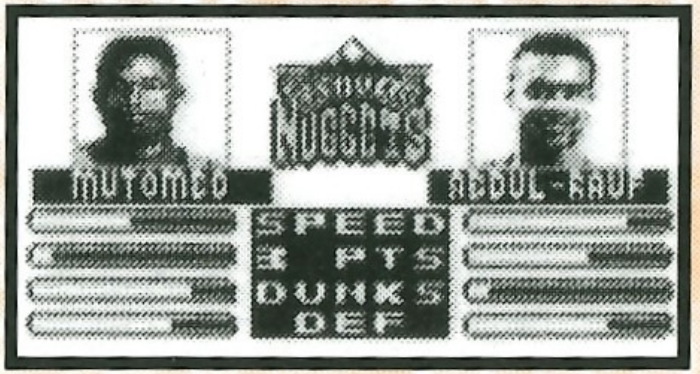
MILWAUKEE BUCKS

PLAYER ATTRIBUTES

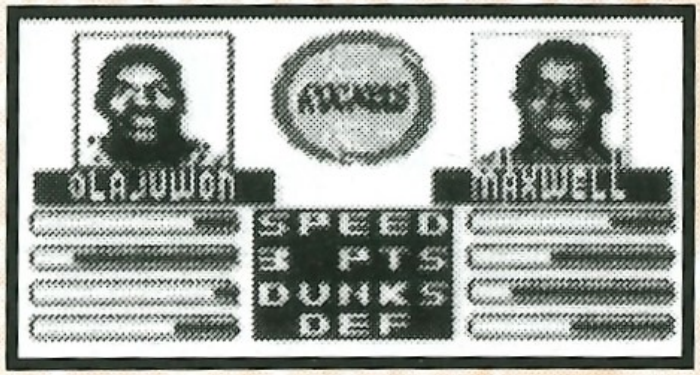
DALLAS MAVERICKS



DENVER NUGGETS



HOUSTON ROCKETS



MINNESOTA TIMBERWOLVES

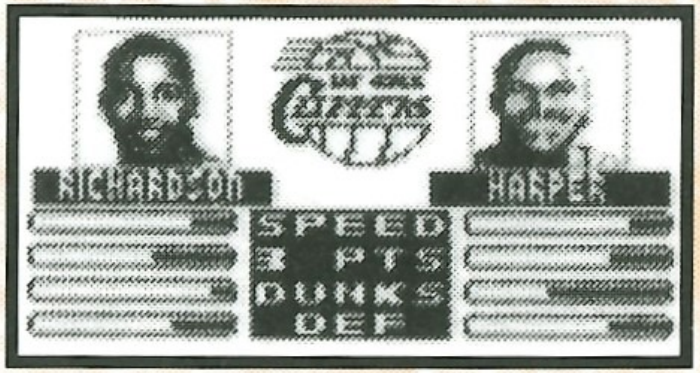
SAN ANTONIO SPURS

UTAH JAZZ

PLAYER ATTRIBUTES

GOLDEN STATE WARRIORS

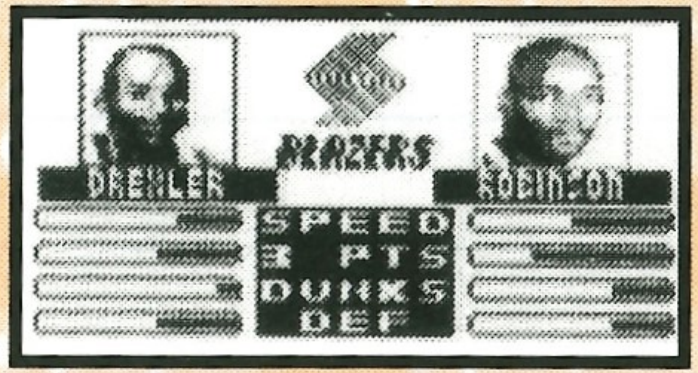
LOS ANGELES CLIPPERS



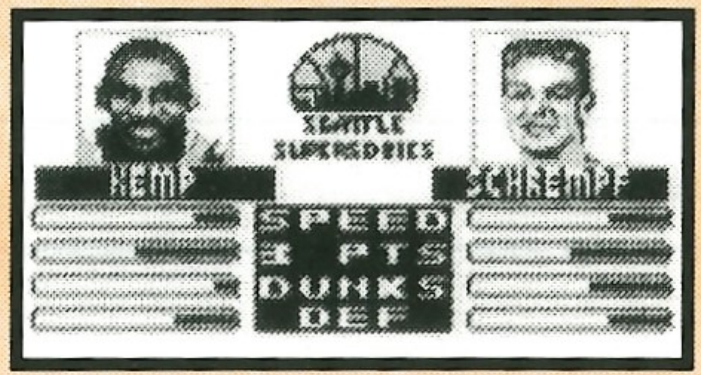
LOS ANGELES LAKERS

PHOENIX SUNS

PORTLAND TRAIL BLAZERS



SEATTLE SUPERSONICS



SACRAMENTO KINGS

NOTES

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NOTES

ACCLAIM LIMITED WARRANTY

Acclaim Entertaiment, Inc. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which can not be pre-empted.

REPAIRS/SERVICE AFTER EXPIRATION OF WARRANTY

If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM CONSUMER SERVICE HOTLINE (516) 624-9300

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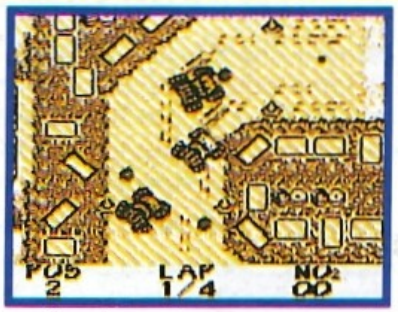

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